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DD/S&T-529/67

6 February 1967

MEMORANDUM FOR THE RECORD

SUBJECT: Value of Intelligence Presentation to IDA

On 31 January 1967, [redacted] made a presentation 25X1A
on the value of intelligence to the [redacted] staff. 25X1A

Attendees were:

25X1A
[redacted]
Director, [redacted]
[redacted] Staff
[redacted] Staff
WSEC
CIA
CIA

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The presentation consisted of the results from the study to determine the relative value of various types of intelligence about strategic systems. The presentation included conclusions concerning the relative value of intelligence on target location, target hardness, multiple independent re-entry vehicles, defense types, defense effectiveness, and ICBM characteristics. Data on which the conclusions are founded was based on the current U.S. and Soviet arsenals.

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In general, the attendees appeared to be pleased to learn that the intelligence community is taking steps to analyze the significance of accuracy in various types of intelligence by means of strategic war gaming. It should be understood that this positive attitude is probably the result of the attendees familiarity and work with [redacted]. More specific measure of the attendees' response is evidenced by their inquiries as to the availability of the model to run special cases for the [redacted] problem.

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One of the questions raised was that there had been no case run in which the game was played with the entire U.S. missile force applied against the Soviet missile force, assuming no bomber force (in other words, minimize the U.S. fatalities even at the cost of causing no Soviet fatalities). It was pointed out that while in the real world there are bombers, this type problem is within the scope of the model and could be run.

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It was agreed that [redacted] will furnish [redacted] with copies of his presentation charts and a description of the strategic war game.

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15/
[redacted]
Systems Analysis Staff

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SAS, [redacted] gs-4246(6Feb67)

Distribution:

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